

KAMPFGRUPPE™

AMIGA VERSION

NOTE: 512K of memory is required to run this game. You should make a copy of the game before play. Put aside your original and play on the copy.

STARTING THE GAME:

Boot your Amiga using Kickstart version 1.2 or greater. When you are prompted for the Workbench disk, insert your game disk instead. The game will then boot automatically.

MAKING SELECTIONS:

All selections in this game are made by pointing the cursor at the desired location and clicking on the left mouse button. Sometimes the right mouse button is used, but this is identified on the screen or mentioned below. Many selections are made by command boxes at the bottom of the map. Only those command boxes currently active will be available. At times you may be required to click the cursor on the map to continue. This will not affect your units or orders as long as you make sure not to double click.

You can move around the map by clicking on the arrows at the bottom of the screen.

GAME SETUP:

Once the game is booted, an introductory screen will appear allowing you to make several choices. To toggle a player from computer control to human control, click on the computer symbol under either the black cross (German) or red star (Soviet). A rectangle around a side's computer indicates that side is computer controlled. To select a handicap level, click on the desired level. To play an included scenario, click on the appropriate line. To build your own scenario, click on the build scenario line and then choose whether you wish to include a river and the terrain density level. When you are ready to begin play, click on the "Begin Game" box.

SECURITY CHECK:

Before beginning play or deployment, you must pass a security check. Answers to all questions can be found in the manual. Use the keyboard to answer the question, and hit return when you are done. If the first answer is incorrect, you will have one more chance to answer correctly.

BUILDING SCENARIOS:

Several menus will appear allowing you to choose the year, type of battle, and size of battle. Click on the desired lines. You will then choose the type of forces to use. Force selection differs from the rules in that there is no limit on the number of units, but only on the number of points that can be spent. If you choose autoselect the computer will choose your forces for you.

Deployment is different than mentioned in the rules in several ways. If you wish to autodeploy, click on the "Quit" command box. A menu will appear allowing you to autodeploy, exit the deployment phase, or abort back to the deployment phase. Click on "Autodeploy" to do so (this can be done several times).

You also may deploy a unit yourself. In both the Deployment Phase and the Orders Phase there are two menu levels: map mode and unit mode. If unit information appears at the bottom of the screen, you are in unit mode; otherwise you are in map mode. Quitting unit mode gets you to map mode; quitting map mode exits the phase. In order to deploy a unit yourself you must first access it. This can be done in one of three ways (this also applies to the Orders Phase):

A. When in map mode, click on the "Locate" command to see a listing of all your units. Click on the desired unit. Click on "Locate" again to move the cursor to the unit.

B. When in map mode, click on the "HQ" command. This will take you to unit A0, your main headquarters. Units can then be accessed in alphanumeric order in unit mode by clicking the "Next" command box.

C. When in map mode, scroll around the map until you see the desired unit. Click on the unit to access it.

To deploy an accessed unit, move the cursor to the desired location and click. You may then click on "Quit" to go back to map mode or click "Next" for the next unit. To embark a unit, access the carrier, click on "Embark", and then on the desired passenger. You can debark all units in a carrier by accessing the carrier first and clicking "Debark", or debark just one by accessing the desired passenger first and clicking "Debark".

Other deployment options include:

A. Pressing the 9 key will allow you to place an entrenchment in a square.

B. Pressing the T key will allow you to change the terrain. Enter the number of the desired terrain and press return. Click on the map at the location for the new terrain. When you are done, click the RIGHT mouse button.

C. Pressing the C key will allow you to change the weapon type for a unit. Enter the new type and press return.

When you are done deploying all your units, click on the "Quit" command box and then on "Exit" on the pop-up menu.

ORDERS PHASE:

Those commands which differ somewhat from the rules include:

Moving a unit: Access a unit, click on the "Move" box, and then click on the target square. (Actually, clicking on the "Move" box is optional).

Advancing all units: Click on the "All" box to go into all-units mode, access the headquarters, click on "Advance", and then on the target square. Units will stay in all-units mode until "All" is again selected.

Bombardment: Access the spotting unit and click on "Bombard". Click on the desired target square. If there is more than one unit eligible to bombard the square you will be able to choose which to use (you may choose more than one). When you wish to leave the bombardment mode select "Quit".

Embarkation: This works as in the deployment phase except that you can also load a whole company. Go into all-units mode and have the carrier embark the company headquarters.

Facing: Access the unit, select "Facing", and then click on a direction arrow at the bottom of the screen.

Inspect: Access the unit and click on "Inspect". You will see its current target if it has one. You will then be given a list of those enemy units visible to the friendly unit. If you click on the line of an enemy unit you will see its location and be given the option to target it or bombard it. If a unit already has a target you must first use the "Cancel" command to clear the target before assigning the unit a new target.

Range: To change a unit's range, access the unit, click on "Range", and click on a square at the desired range from the unit. If in all-units mode this will change the range of the whole company.

Speed: Access the unit, press the S key, and then enter the speed using the keyboard. When a unit is assigned to move it will automatically be assigned its maximum speed. Change the speed only if you want a unit to move at less than its maximum speed.

Examining enemy stacks: Click the right mouse button on the stack.

Quitting the Orders Phase: If in unit mode, click "Quit" to get to map mode. Click "Quit" again from map mode. You may then click the left mouse button to exit the Orders Phase or the right mouse button to return to it. Make sure this click is outside of the "Quit" box.

SAVING AND RECALLING A GAME:

At the end of the Deployment Phase and of every Combat Phase there is an End of Turn Phase. You may choose to end the game, save it, or continue. If you choose to save the game, you will see a list of those games currently saved on the disk. Use the keyboard to enter a name for your saved game and click "Save".

To recall a saved game, click on "Saved Game" on the opening menu as your desired scenario. After clicking "Begin Game" you will see the list of games saved on the disk. Click on the line of the desired saved game and then click "Restore".

ENDING THE GAME:

To end the game, click on "End Game" during the End of Turn Phase. You will then be put into two-player mode so that the disposition of both sides forces can be seen. Victory points are not listed after choosing to end the game. Instead the current number of victory points and the current victory level are listed at the end of each turn. These will change as units enter or leave the objective area.

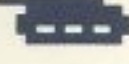
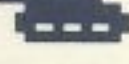
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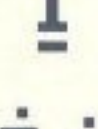
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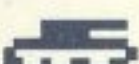
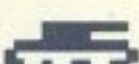
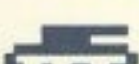
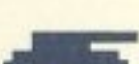
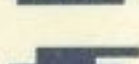
RUSSIAN ARMORED VEHICLE RATINGS

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	YR
<i>gscop asr Kampfgruppe K7K7 voim kyon kate kate rep kun krr</i>											
 tanks											
47	T-70	5	5	2	2	14	1	5	2	2	2-8
28	BT-7	6	6	2	2	21	2	3	1	3	1
29	T-26S	6	6	2	2	12	2	3	2	2	1
30	T34/76A	8	7	4	4	21	2	11	6	3	1-4
31	T34/76C	10	8	4	6	21	2	11	6	4	2-8
32	T34/85	12	15	4	6	20	2	11	7	5	6-8
33	T-28C	6	7	4	2	12	3	5	2	5	1
34	KV-I	8	7	4	4	10	3	12	8	5	1-3
35	KV-II	8	0	6	4	8	2	11	7	6	1-2
36	KV-IC	10	8	4	6	10	3	12	8	5	3-6
37	KV-85	12	15	4	6	10	3	11	7	5	6-8
38	JS-II	15	20	5	6	12	4	19	10	5	6-8
39	JS-III	15	20	5	6	12	3	30	12	5	8
tank destroyers											
	40 SU-76	10	8	4	6	14	1	5	2	3	4-7
	41 SU-85	12	15	4	6	20	0	9	5	3	5-8
	44 SU-100	15	19	5	6	20	0	14	5	5	7-8
	45 JSU-122	15	20	5	5	12	1	18	8	5	7-8
assault guns											
	42 SU-122	10	0	5	6	19	0	9	5	3	5-8
	43 SU-152	12	0	6	4	10	0	12	5	5	5-7
	46 JSU-152	12	0	6	4	10	1	18	8	5	7-8
carrier											
	HALFTRK	5	0	1	50	16	0	1	1	3	1-8

RUSSIAN NON-ARMORED WEAPON RATINGS

WEAPON	MR	MP	SS	AC	SP	SL	DF	YR
 TRUCK	0	0	0	0	11	3	1	1-8
 45AT	8	10	2	6	0	1	3	1-8
 76AT	10	11	4	6	0	1	3	1-8
 76H	15	0	4	6	0	1	3	1-8
 50MOR	2	0	3	8	5	1	8	1-8
 82MOR	16	0	4	8	4	1	7	1-8
 120MOR	28	0	5	9	2	1	5	1-8
 HMG	5	0	1	50	5	1	8	1-8
 SMG	1	0	1	40	6	1	9	1-8
 RIFLE	2	0	1	10	6	1	9	1-8
GRENADE	0	25	1	25	-	-	-	1-8
FLAMETH	0	30	4	8	-	-	-	1-8
L-ART	99	0	4	8	-	-	-	1-8
M-ART	99	0	5	8	-	-	-	1-8
H-ART	99	0	6	8	-	-	-	1-8

GERMAN ARMORED VEHICLE RATINGS

	#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	YR
tanks												
	0	PZ-IIF	5	4	1	6	12	1	3	1	2	1-5
	1	PZ-III	5	4	1	6	16	1	3	2	2	4-8
	2	PZ-38T	6	5	2	6	12	2	5	2	3	1-2
	3	PZ-IIIF	7	6	3	6	11	2	3	3	3	1-4
	4	PZ-IIIG	7	6	3	6	12	2	4	3	3	1-4
	5	PZ-IIIJ	8	10	3	8	11	2	6	3	3	2-5
	6	PZ-IIIL	8	10	3	8	11	2	7	4	3	3-5
	7	PZ-IVF1	8	2	4	6	12	2	5	3	4	1-3
	8	PZ-IVG	12	13	4	8	12	2	7	3	4	3-5
	9	PZ-IVH	12	14	4	8	12	2	8	4	4	5-8
	10	PANTHER	15	18	4	8	17	2	15	5	5	5-8
	11	TIGER	15	15	4	8	12	2	11	8	5	4-8
	12	K. TIGER	15	22	4	10	10	2	23	9	6	7-8
tank destroyers												
	13	SG-IIIB	8	2	4	6	12	0	5	3	3	1-3
	14	SG-IIIG	12	14	4	8	12	1	10	4	3	3-8
	15	MARDER	12	14	4	8	12	0	3	1	4	3-7
	16	NASHORN	20	22	4	10	14	0	4	1	6	4-6
	17	ELEFANT	15	22	4	8	6	0	23	8	6	5
	18	JPZ-IV	15	18	4	8	9	0	13	3	3	6-8
	19	HETZER	12	14	4	8	9	1	14	2	3	6-8
	20	JPZ-V	15	22	4	10	16	1	16	5	5	7-8
	21	JPZ-VIB	20	27	5	6	8	1	25	9	6	8
assault guns												
	22	STU-H42	12	0	5	6	12	1	8	4	3	3-8
	23	SIG33	10	0	6	6	12	0	3	1	4	4-8
self-propelled artillery												
	24	WESPE	12*	0	5	6	9	1	2	1	3	3-8
	25	HUMMEL	12*	0	6	6	12	1	3	1	6	4-8
armored cars												
	26	SK231	5	4	1	6	22	1	2	1	3	1-8
	27	SK234/2	7	10	3	8	22	1	4	1	3	6-8
carrier												
		HALFTRACK	5	0	1	50	16	0	1	1	3	1-8

GERMAN NON-ARMORED WEAPON RATINGS

	WEAPON	MR	MP	SS	AC	SP	SL	DF	YR
	TRUCK	0	0	0	0	11	3	1	1-8
	37AT	6	6	2	6	0	1	3	1-4
	50AT	8	10	3	8	0	1	3	2-5
	75AT	12	14	4	8	0	1	3	3-8
	88AT	20	22	4	8	0	2	3	6-8
	88FLAK	20	15	4	20	0	3	3	1-8
	75IG	10	0	4	6	0	1	3	1-8
	150IG	10	0	6	6	0	2	3	1-8
	81MOR	13	0	4	8	4	1	7	1-8
	120MOR	28	0	5	9	2	1	5	1-8
	HMG	5	0	1	50	5	1	8	1-8
	SMG	1	0	1	40	6	1	9	1-8
	RIFLE	2	0	1	10	6	1	9	1-8
	GRENADE	0	25	1	25	-	-	-	1-8
	FLAMETH	0	30	4	8	-	-	-	1-8
	PZFAUST	0	20	3	4	-	-	-	5-8
	L-ART	99	0	4	8	-	-	-	1-8
	M-ART	99	0	5	8	-	-	-	1-8
	H-ART	99	0	6	8	-	-	-	1-8

* The German HUMMEL and WESPE have a maximum range of 99 when using indirect fire.